

Lesson Plans.

Grade 1-2-3.

A. { Flying Machine
Firecracker.
Ferry Boat.

How do you do My Partner?

Huntsman (wand if available)

Many Show us what to do. (Extra)

Grade 4-5-6.

Same as A.

Jump Jim Crow (182)

Nucle Chase.

Grade 7-8-9

Same as A.

Polly Wolly Doodle. (264)

Pass & Change. 233 (Ball or Bean Bag).

Rescue Relay.

A. B. Methods of getting formations & changing them.

James

1. Know game perfectly.
2. Formation before explanation.
3. Explanations simple + concise.
4. Teach by the part method - stopping to explain new parts or correct mistakes.
5. Never talk when children are inattentive or talking.
6. Use whistle only when necessary. Never without having something to say.
7. See that rules are carried out.
8. Announce scores - winners, etc.

Side Kick - 8
Fire Engine - 3
The King - 2
Bowl Club - 1
Ten Little Indians - 3.

Index of the
New England Folks of the
18th Century

Index of the
New England Folks of the
18th Century

Index of the
New England Folks of the
18th Century

Index of the
New England Folks of the
18th Century

16.

15

257 unt.

Frog Hop.
N. & O. A. P. 187.
Coffee Grinder
188.
Head Stand
189.

Remonstrance
& Description.

15.

Games.

Come Along
168
Simon Says.
170.
Circle Chase
167.

Simon
Description

15.

For Dance.

Children's
Polka
173.

292

[Faint handwritten notes, likely bleed-through from the reverse side.]

- ② Intellectual development - character development
- ③ Physical culture
- ④ Develop pleasing personality
- ⑤ Social development:
 1. Good sport.
 2. Enthusiasm
 3. Courteous, honest
 4. Pleasing personality
 5. Neat appearance
 6. Pleasant - co-operative in learning process
 7. Good health.
 8. Original.
 9. Royal
 10. Different interests
 11. Cheerful
 12. Good judgment
 13. Grace - poise
 14. Intelligent
 15. Sense of justice
 16. Unaffected
 17. Quick thinking
 18. Muscular - active
 19. Vitality
 20. Self-control
 21. Thoroughness
 22. Prompt
 23. Social development
 24. Creative ability
 25. Way of living - home

Model 7-9.

Stunt

Bicycle
Pg 308
Clean Paint
Pg 308

Hand Stand
308

Games -

Chain
Large Ball
3' 5"

Red Tie Tap
3' 5"

Box - Beer.

Folk dancing -

Old Man
303

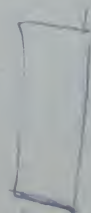
Therese Lois Heigher, School - Grace Natatorium, Class 6, Age 10, Lesson, Practice Teaching No. 7.

Time Allotment	Type of Act.	Activity	Objective.	Method of Presentation	Desired Outcome
30 mins. 10 mins	Exercise	A. bend & stick. Ar-S-T-O all. T bend S-S-T-U. L. jump high in front	Quick Response	Demonstration	Body Co-ordination
10 mins.	Folk Dance	Dutch Couples Dorothy H. Sells P. 95 (continued)	Rhythm, correct steps.	Demonstration + Descript.	International feeling.
10 mins.	Games	Run & Pass Relay	Ability to pass & catch correctly.	Description.	Sportsmanship.

Grade 7.

30 mins. 10 mins	Exercise any tricks landing?	Easy A swing w fold & fwd. stick. No bend & stick. A fling & T. twist. L. swing S-S w H. click. low lift in front.	Quick response & easy movements.	Explanation.	Body Co-ordination.
10 mins.	Dance	Irish Lilt Dorothy H. Sells P. 61. (continued)	Lightness, rhythm correct steps.	Demonstration	Individuality.
10 mins.	Games	Quoit relay.	Throwing & catching quoit properly	Description.	Team spirit.

do they like this?



J. A. L.

Lesson Plans

To get into Lesson
To get on Age group

On planning:

1. Length of lesson

2. Age of pupils

3. The lesson

4. Interest of pupils & general purpose

But the Lesson

5. Type of class

6. Type of work for today

7. Interest of pupils

8. Type of group

physical ability

time interest

mental ability

interest

creative ability

9. What of the materials used in the lesson plan included

10. Equipment available

11. Selection of group to do each work

Did you have me then - too - then?
Did I have four
Any 3 times? Brackets?
No they still respect me?
Did they want to welcome
Did I really heard something
How long stand still?
How many minutes away still?
Did you have it stand a lot?
Did someone had a goodly
Did you even 2 or 3 minutes
Did you

Chadwick 3-3-3-3
L. P. P. P.
Wingman
L. P. P.
P. P.

Wingman 3-3-3-3
Wingman
Wingman
Wingman
Wingman 3-3-3-3

Wingman 3-3-3-3
Wingman
Wingman
Wingman
Perhaps 3-3-3-3

Name	School	Class 1-3	Age	Lesson	No.
Time Allotment	Type of Activity	Activity	Objective	Method of Presentation	Desired Outcome
45 mins. 10 mins	Theoretic	Blocks - Wilson & Van Hagen P. 92. High - Stepping Horse - N. & U. M. P. 92.	Being out own Creative powers	Pupil Demonstrate and description	Agility.
15 mins.	Hanging Lances	The Farmer in the Dell Did you ever see a Hassie N. & U. M. - Pgs. 83-84.	Being in low voice.	Demonstration and Description.	Try to give everyone a chance.
20 mins.	Lances (Scouting)	Brownies & Fairies N. & U. M. - Pg. 89 Ship Tag & Horn Rabbit Run N. & U. M. - Pg. 91	Run quietly and skip correctly.	Description	Give each a turn at "it".

Name	School	Class 4-6	Age	Lesson	No.
45 mins 15 mins.	Stunts	Frog Hop - ^{Backwards} N. & U. M. P. 187 Coffee Grinder N. & U. M. P. 188 Head Stand - ^{normals - having girl} N. & U. M. P. 189 ^(no 9 shoes clothes)	Body O - ordination	Demonstration and description.	Each child have turn and learn to take turn properly. (over)

Time Allotment	Type of Act.	Activity	Objective	Method of presentation	Desired outcome
15 mins.	Games	Come Along N.Y.U.N. Pg. 168 Simon Says N.Y.U.N. Pg. 170 Circle Chase N.Y.U.N. Pg. 167	Take care not to bump each other. Originality. Quietly.	Description.	Get acquainted.
15 mins	Folk Dance	Children's Polka N.Y.U.N. Pg. 173	Learn Steps correctly.	Description & demonstration.	
Name	School	Class 7-9	Age	Lesson	No.
45 mins.	Stunts	Bicycling N.Y.U.N. 308	Co-ordination	Demonstration & description.	
15 mins		Chain Vault " "			
15 mins.		Hand Stand " "			
15 mins.	Games	Chain Dodge Ball N.Y.U.N. Pg. 315 Three & Four Tag Fox & Geese N.Y.U.N. Pg. 315	Practice throwing ball correctly. Play quietly & fairly.	Description.	Each person have a turn.
15 mins.	Folk Dancing	Old Man Tucker. N.Y.U.N. Pg. 303	Learn dance steps correctly, & rhythm.	Description.	Courtesy & quietness during explanation & dance.